

Personal, Social and Emotional Development

- Feelings and emotions of the characters
- Being kind
- Talk about their own Pancake Day traditions

Communication and Language

- Listen and join in with the two stories
- Listen to and comment on pancake day, hurling and science activities
- Role play the stories
- Explore new vocabulary

Physical Development

- Fine motor skills in art projects
- Pencil grip and control
- Movement in dance
- Mixing the dough
- Building and balancing on bridges

Literacy

- Write speech bubbles for the characters in *The Gingerbread Man*
- Write speech bubbles for the characters in *The Three Billy Goats Gruff*
- Order and write instructions for how to make a gingerbread man
- Draw and write about different emotions

The Gingerbread Man

Text—*The Gingerbread Man*
-*The Three Billy Goats gruff*

Focus—Dialogue

Spring 1

Mathematics

- Weigh ingredients
- Addition and subtraction with GBM buttons
- Time—order daily activities
- Use animals from story for counting /number bonds to 5

Understanding the World

- Make *Gingerbread men*
- Dunking biscuits experiment
- Chinese New Year
- Pancake Day
- The Hurling local tradition and the history behind it
- Cold and ice/the end of winter

Expressive Arts and Design

- Role play the two stories
- Use PE apparatus to make large bridges to role play TBGG
- Collage the GBM characters
- Use construction large and small to make bridges
- Make a large troll
- Make and dance in a dragon /play instruments